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Instructions

T O U R N A M E N T CYBERBALL™



ATARI

LYNX

VIDEO GAME CARD • CARTE DE JEU

1 TO 4 PLAYERS
LYNX

ATARI®



TOURNAMENT CYBERBALL

It's the year 2070! The world has changed in many ways, but one thing is for sure: the athletes of the future still enjoy sports. In the city stadium, the Universal Cyberball team (represented by the Cyberball logo) is preparing to defend their title. This is a game that separates the Cyberball from the rest.

Universal Cyberball is a game that is played on a field that is 100 yards long and 50 yards wide. The field is divided into three sections: the end zone, the line of scrimmage, and the field. The line of scrimmage is the point where the play begins. The field is the area where the play takes place. The end zone is the area where the play ends.

In Tournament Cyberball, you can play as either the offense or the defense. If you are on offense, you can select from a variety of offensive and defensive plays.



On defense, choose whether to defend at the line of scrimmage or deep.

If you are on defense, you can select from a variety of defensive and offensive plays.



There are no downs in Cyberball. Instead, the offense can get the ball back by passing it to a receiver. If the ball is intercepted by the defense, the defense can get the ball back by passing it to a receiver. If the ball is intercepted by the offense, the offense can get the ball back by passing it to a receiver.

The Cyberball game is played on a field that is 100 yards long and 50 yards wide. The field is divided into three sections: the end zone, the line of scrimmage, and the field. The line of scrimmage is the point where the play begins. The field is the area where the play takes place. The end zone is the area where the play ends.



GETTING STARTED

1. Plug in your Cyberball and turn on the console. Cyberball will start up and you will see the Cyberball logo on the screen.

2. Press the Start button to play. Cyberball will start up and you will see the Cyberball logo on the screen.

3. Press the Start button to play. Cyberball will start up and you will see the Cyberball logo on the screen.

4. Press the Start button to play. Cyberball will start up and you will see the Cyberball logo on the screen.

5. Press the Start button to play. Cyberball will start up and you will see the Cyberball logo on the screen.



To choose a play category, press the button in the center of the screen. Then press A or B. You may also call a time out to stop the play by pressing A. The Time Out option from the Play Category screen. Each play category contains several plays. Scroll through the selections by pressing the joystick left or right.

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As a team, you can win the game by scoring more points than the other team. When a Cyberball is available for purchase, it appears on the Cyberball screen. If you want to buy the Cyberball, press A. If you want to pass up the Cyberball, press B. If you want to buy the Cyberball, press A. If you want to pass up the Cyberball, press B.

Play continues to the next play. Each play has a time limit. If the time limit expires, the play ends. If the play ends, the Cyberball will be available for purchase.

5. Press the Start button to play. Cyberball will start up and you will see the Cyberball logo on the screen.

PLAYING THE GAME

Just like the Cyberball game, Cyberball is a game that is played on a field that is 100 yards long and 50 yards wide. The field is divided into three sections: the end zone, the line of scrimmage, and the field. The line of scrimmage is the point where the play begins. The field is the area where the play takes place. The end zone is the area where the play ends.



In a one-player game, the Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen.

Choose your offensive or defensive play, then press A or B. If you do not make a choice before the play starts, the Cyberball will start up and you will see the Cyberball logo on the screen.

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If the defense intercepts a pass, they like that when they catch the ball.

There are two ways to score. If you catch the ball, you score a touchdown. Touchdowns are worth six points. The offense then has a chance to make an extra point, with one more play.

The defense can score a safety by kicking an offensive player behind the goal line. A safety is worth two points. After the defense scores the safety, the offense will have the ball.

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On passing plays, you can choose to get the ball to the target player marked on the field. A receiver will run to a target player and stop. Try to time your pass so it gets there just as he reaches the target location.

On some plays, you can press B to pick to try a kickoff, who can then throw a ball.

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When the game ends, the Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen. The Cyberball will start up and you will see the Cyberball logo on the screen.

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